

* Remastering Notes *

The following represents a complete remastering of a now out-of-print D&D Accessory from 1983. It contains 118 ready-made NPCs to insert into your own adventures. It also contained a map of The Shady Dragon Inn & Tavern where your players can relax between adventures or meet contacts and seek jobs.

While the PDF version I found online is quite serviceable, the books pages seemed “cluttered” and the map, while better than some other preservation projects I’ve seen, was not perfect. It also was a single file containing the detached cover, a 32-page book and a cut-up version of the map. So I decided to remaster it.

With the exception of minor changes for layout purposes and some typo corrections, all the text in these files are 98% accurate in comparison with the original 1983 printing.

(for a list of the changes made, see the back of this notes page.)

(A quick note about the stats of the NPCs, while the characters were originally meant for D&D, they can very easily be converted for AD&D use.)

This version is the print edition: [AC01-print.zip](#)

It consists of five files:

[print-cover1.pdf](#)

[print-cover2.pdf](#)

[print-book.pdf](#)

[print-bonus.pdf](#)

[0-read-1st.pdf](#)

First decide how you wish to print the module. The choices are:

- 1) as the original detached cover and 32-page stapled book or...
- 2) as single double-sided sheets to place in sheet protectors in a three-ring binder.

For option one, copy the file [print-cover1.pdf](#) and [print-book.pdf](#) to a thumb drive and take to a print shop, have cover1 printed (double-sided) on a 17x11 sheet of cardstock and fold it in half to create a wrap-around cover folder.

(if the cardstock has a “glossy” side, have the color picture outside printed on that side)

Print the book on 17x11 paper in booklet form (the print shop worker should know what you mean.)

The machine will automatically fold and staple it properly.

For option two, use [print-cover2.pdf](#) and the same [print-book.pdf](#) files, have cover2 printed (double-sided again) on two 8.5x11 sheets of cardstock.

and have the book printed this time as single (double-sided) 8.5x11 paper.

(place the pages and covers in sheet protectors in a binder.)

Also included as a special bonus, [print-bonus.pdf](#), a single (double-sided) page from Polyhedron magazine (issue 16) is included with some extra data about the Inn and its crew.

Print it if you like and insert it loose into the cover folder or in your binder.

The final file is [0-read-1st.pdf](#) (the page you are reading right now). Printing this page is optional, but if you would like it printed, use 8.5x11 paper, and then either place it loose with the stapled book inside the cover folder, or put it in a sheet protector and add it to the binder.

The maps for this accessory module are in the file [AC01-maps.zip](#)

There are four maps included:

[map01.bmp](#) is a recreation of the original bi-fold inside cover showing the upstairs rooms of the inn.

[map02.bmp](#) is a recreation of the original four-fold ground floor map of the tavern & yard itself.

[map03.bmp](#) is an enhanced ground floor poster map in full color with a quarter-inch white border.

[map04.bmp](#) is an enhanced second floor poster map including a balcony patio for Inn guests, and even more information about the Shady Dragon itself.

All four maps are 300dpi with 1 inch square grid overlays suitable for use with the many available paper “fold-up” figures or any 25mm plastic or metal figure sold in any gaming hobby shop or on the web.

To print the maps you again have two choices: cheap or fancy:

- 1) The cheap method uses map 01 & 02. Print map 01 on slightly better quality sheet of paper 17x11 and map 02 on a sheet of paper 17x22 (both in black and white.)
- 2) The fancy method uses map 03 & 04. Print them both on 17.5x22.5 poster paper, in full color.

Also at some future date I am planning to create a deck of NPC cards, similar to the ones in Dragon Quest, for these NPCs.

(a sample is included on this Archive page.)

The official site for these, and all therandyman1967 files, is archive.org/details/@the_randy_man_1967 and my own email is therandyman1967@gmail.com

Error notices will always be addressed as quickly as possible. (use subject:Error to get my attention)

All other comments and suggestions are appreciated. (use subject:D&D or AD&D)

Requests will be considered, but I already have a personal backlog of other projects in the works and they are my priority for now.

Changes from the original:

In the original document, the inside of the detached cover contained the maps of the inn and tavern. I separated the maps as their own pages.

This also freed up the inside cover for the parties pages. Moving the parties pages also helped with the second change.

As I said, I found the main pages to be “cluttered”, the NPCs descriptions ran one after another and spanned multiple columns.

I instead created “data boxes,” six to a page, to “clean-up” the pages.

This added to the page count, hence the need to move the parties pages to the now “blank” inside cover.

The parties pages again seemed cluttered so I recreated them as “tables” to organize them more clearly.

The added suggestions (printed in red) are my own notes that you may find helpful in your own adventures.

The inside back cover (The Shady Dragon Crew) is also my own special addition.

The only major change I made to the text was on the parties pages. The original repeats the character’s vital stats and included “suggested” spell lists for the spell-casters.

Instead I simply included the characters “number” to look-up their stats. Besides depending on where you meet the characters the spells would change.

For example, if you meet them relaxing at the tavern, they would probably have different memorized spells then they would have if you meet them “traveling on the road” or encountered them on a “mission” in a dungeon.

Two minor changes: this is a very early product within the history of D&D, the stats order had DEX and CON reversed, I switched it to the more modern “correct” order now used in all D&D and AD&D products. If you don’t know what I mean by this, don’t worry about it.

Secondly, magic items (weapons, armor, equipment, etc.) listed in this book are underlined so they stand out.

The bonus pages from Polyhedron magazine, originally had the picture cut-up and displayed “mosaic” style, I reassembled it back to a single picture.

You can find full copies of Polyhedron, Dragon and Dungeon magazines on the Internet Archive.

One suggested use of the character “data box” pages, you could print them on paper (or cardstock) one-sided and cut them out as reusable “cards”, using the blank backside for quick notes during adventures.

Although these were written as NPCs, they can also be used as pre-rolled Player Characters (some of them were actually used as such in later TSR products.)

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